

BE EXCELLENT TO EACH OTHER



***MOST EXCELLENT
ADVENTURE***

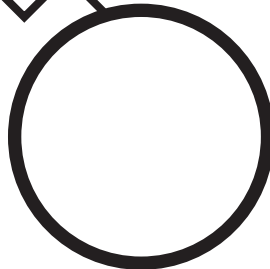
A ROLE-PLAYING GAME OF TIME, SPACE, AND AIR GUITARS.

MOST EXCELLENT ADVENTURE

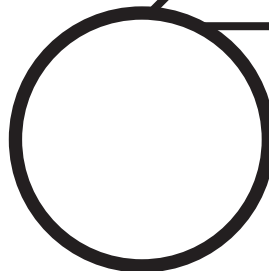
Who? _____

Where? _____

When? _____

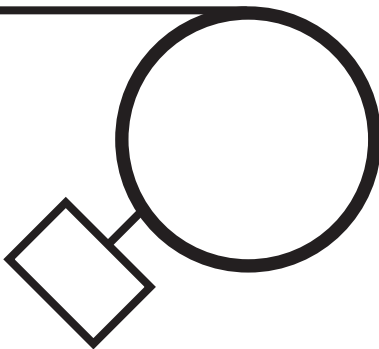


RIGHTEOUS

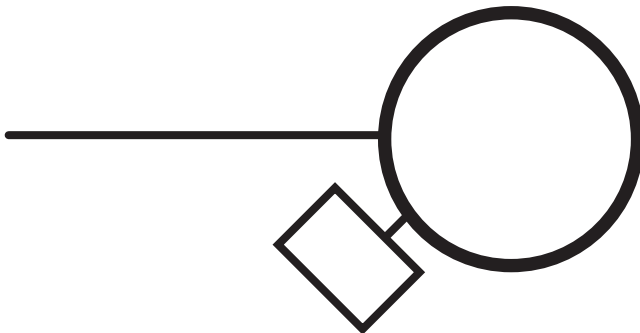


GNARLY

EXCELLENT



1	2	3
4	5	6
7	8	9
*	0	#



TO-DO LIST:

BURNED-OUT DICE

BUDS

Most Excellent Adventure is a pen and paper RPG where the players must fix possible alterations of their own timelines (which could affect the rest of humankind in the future) armed only with their wits, coolness and a phone booth.

Watch out, though: The circuits of time are full of totally evil dudes and dudettes that want to like, destroy any opposition to their complete and most heinous grasp over the whole of reality!

Every character has four pools: Righteous (running, eating contests), Excellent (being cool, making friends), Gnarly (nut-punches, lassoing), and another custom pool that you make up. You have 40 d10s to split between your four pools. You can't have more than 12 dice in any pool.

Some example pools are Totally Hot (used anywhere that looks would be applicable), Amped (getting crowds fired up and rallying followers), Genius (building robots) or San Dimas High School Football Rules (tackling, winning over crowds).

Evil dudes only have one pool called Bogus, but they get a TON of dice.

When you get into trouble you take some dice out of one of your pools (depending on what you're trying to do) and roll them all at once. Take those numbers and try to dial the longest phone number you can without moving more than one key (horizontally, vertically or diagonally). Evil dudes can only dial horizontally and vertically. The longest phone number wins!

Ex: Bill rolls 1,1,6,8,5 and 2. He can dial this as 1-1-2-5-8-6 (a six-string number). Evil Robot Bill rolls 3,9,3,9,1,1. His longest string is two numbers (either 9-9, 3-3 or 1-1). Good regular Bill wins!

When you win a conflict you get back all but one the dice from the pool you used in that roll. The other dice are bummed-out and unusable until you get them back. When you lose a conflict all the dice you used are bummed-out.

Write the total of bummed-out dice for that pool on its antenna. If you ever run out of dice in a pool you're dead. But don't worry, dude! Just defeat Death in a game of Twister, Connect Four, or any other game you're good at and you'll be totally back to life!

Since you're like, an unparalleled genius at manipulating the circuits of time, you can get extra dice for putting something on your to-do list. You can have ten dice in your To-Do List.

Example: Bill and Ted need a distraction to sneak into the principal's office:

"Hey Bill?"

"Yeah, Ted?"

"How about after we save the world (AGAIN), rescue The Babes (AGAIN), and stop this evil time-traveling dude and his totally smokin' but totally evil dudette, we come back here and set up some firecrackers to go off right before we get here?"

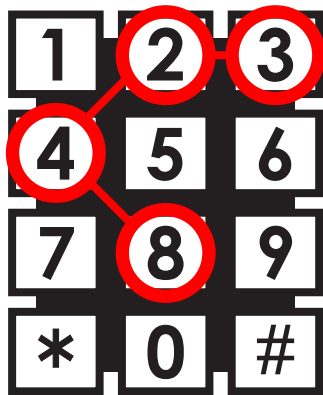
"That is a most excellent idea, Ted."

(Righteous but hastily-performed air guitar)

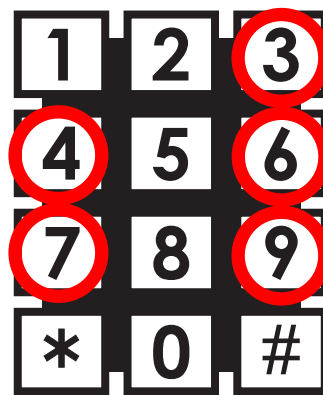
Ted puts "Firecrackers in teacher's lounge" on his To-Do List and gains an extra three dice for his Excellent pool. The firecrackers go off a moment later, and he uses the extra Righteous dice to try and sneak past the bogus secretary into the office unseen.

Ted's Righteous pool is normally 10, but he gets to use 13 dice for this. He uses five (the three firecracker dice and two from his Excellent pool). Until he goes back in time and sets up the firecrackers he can only draw seven more dice out of his To-Do List.

OK, so you roll six of your Excellent dice and get 4, 2, 8, 3, 8, and 2. The longest number you can dial is 3-2-2-4-8-8 (or 8-8-4-2-2-3). Most excellent!



At the same time, your totally evil opponent rolls his Bogus pool and gets 7,4,6,3,9, and 4. The longest numbers he can dial are 4-4-7 or 3-6-9! Sixty-nine, dude!



Be Excellent To Each Other

When you make a new friend write down their name on your list of Buds.

When two characters work together, they both try to dial the longest number they can, and the winner gets to decide how they pull off the winning action.

Every time one of your Buds helps you succeed you gain back all the bummed-out dice in that pool.

You also get to roll an extra die for having a Bud help you out! If more than one Most Excellent Adventurer is trying to succeed they all get an extra die as long as they're in the same area (in all four dimensions).

More than two people can help you out at the same time, but you only get one extra die no matter how many people are helping.

The Excellent Adventure Master is the dude (or dudette) who controls all the Bogus characters. If the evil dude is like, a total wuss, he probably has 5 or 10 Bogus dice. If he's a serious bad-ass like a cop or a soldier from a totally bogus dystopian future he might have 10 or 15 Bogus dice. If it's a totally non, non-non, non-non, NON-heinous robot version of yourself he might have 20 dice or more!

Evil dudes can work together but don't get any dice for being buds.

You might also run into your future you. If you do he can help you out with one (and only one) dial using his Radical pool.

Future you has ten dice in his Radical pool and he can use them all at once without dying. Once he shows up, you have one bummed-out die in your To-Do List until you meet past you.